

O-LOGO

Priority



O-LONG

Priority



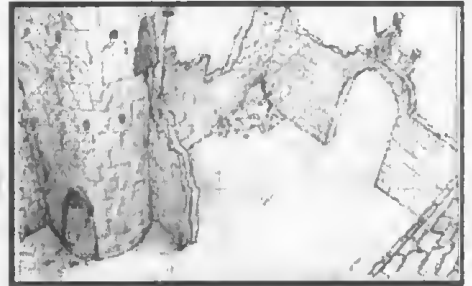
O-CLOSE

Priority



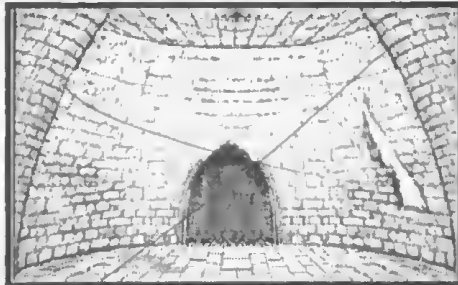
O-TOWER

Priority



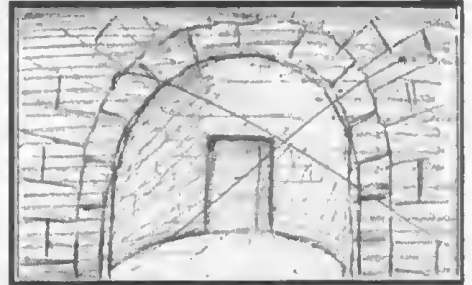
OT-FIREP

Priority



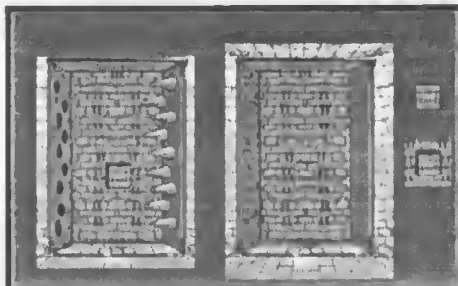
OT-TAAPP

Priority



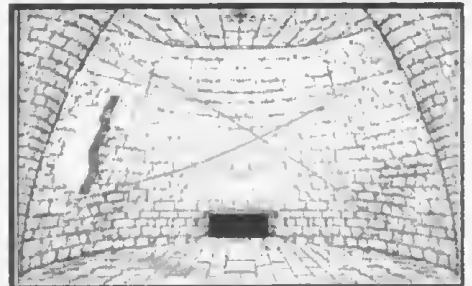
OT-TAAP

Priority



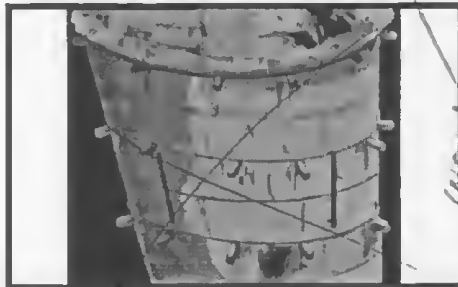
OT-PUSH

Priority



OT-EHT

Priority



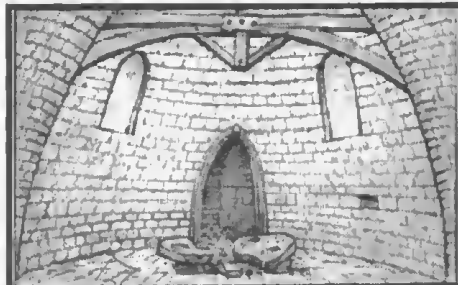
OT-MEDUS

Priority



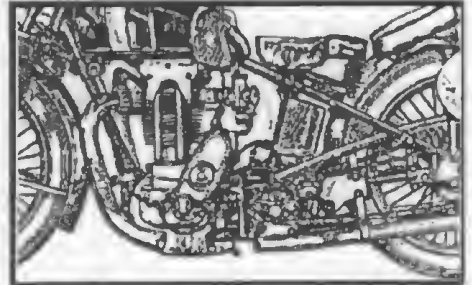
OT-MAGNS

Priority



O-CU-BKE

Priority



Moos

75
7/16/92
4

Top

O-CYCLE

Priority

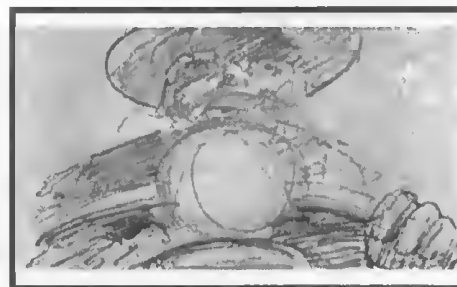
(8)



O-3DBIKE

Priority

(10)



Side car

(9) / TRUCK CAP
(11) Gate



9/15/93

O-LOGO

☐ Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Room description

Perspective

What happens here

intro screen with little gold guy

Doors to...

Actors

Sounds

Special Case Animations

none

Pickupable objects

Multiple State Objects

Touchable objects

v-walk
v-lookat
v-pickup
v-use
v-talkto
i-whip
i-tgram
i-flight

Verbs

Indy's whip
Telegram from Nadia
Handy flashlight?

none

none

Puzzles/IQ points

9/15/93

O-LONG

Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Room description

Perspective

What happens here

Text appears... Berlin, 1947... Soviet Sector

A crow caws and takes off, the trees part and we are zoomed into the O-CLOSE shot following the bird

Doors to...

none

Actors

bird

Sounds

bird caw

Special Case Animations

O-BIRD bird flying

Pickupable objects

none

Multiple State Objects

none

Touchable objects

none

Puzzles/IQ points

9/15/93

O-CLOSE

☐
Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Room description

Perspective

What happens here

Bird flies around tower and lands

Doors to...

none

Actors

bird

Sounds

bird flapping?

Special Case Animations

OCU-BIRD bird flying and landing

Pickupable objects

none

Multiple State Objects

none

Touchable objects

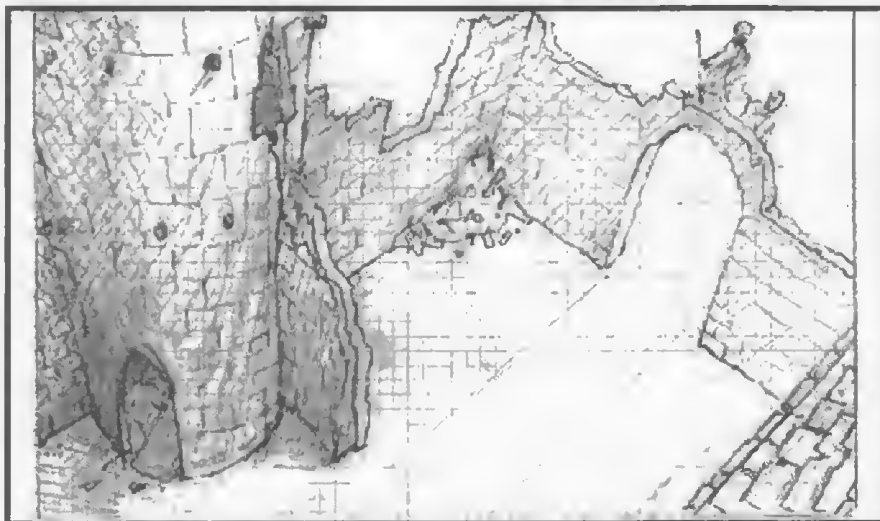
none

Puzzles/IQ points

9/15/93

O-TOWER

Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Room description

Perspective 3/4

What happens here

Indy climbs in and out of tower
Nadia captures Indy
Indy takes off on motorcycle

Doors to...

OT-FIREP

Actors

Indy
Nadia
two
soldiers

Sounds

sirens

Special Case Animations

OT-RUBLE indy climbing rubble -- up/down
OT-PRISN indy being taken away by guards

Pickupable objects

i-beam? ladder?

Multiple State Objects

Beam for climbing

Touchable objects

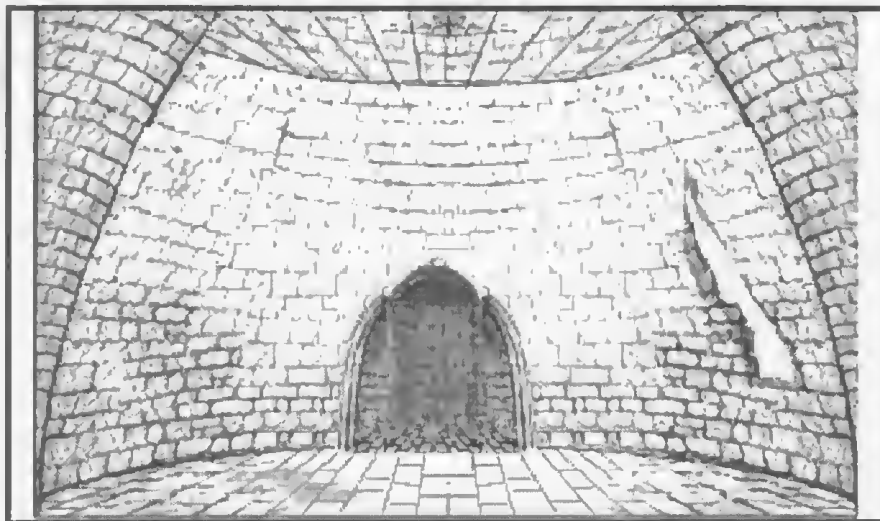
Bricked up door, Rubble
for climbing, Archway,
Beam for climbing,
Crack in tower

Puzzles/IQ points

9/15/93

OT-FIREP

Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Flashlight beam lighting effect

Room description

Perspective Regular

What happens here

It is dark. Indy must use his flashlight to see around. He climbs up the flu to the trap room.

Doors to...

O-TOWER
OT-TRAP

Actors

Indy
Flashlight
beam

Sounds

Special Case Animations

O-I-FLU Indy going up flu

Pickupable objects

rope

Multiple State Objects

Touchable objects

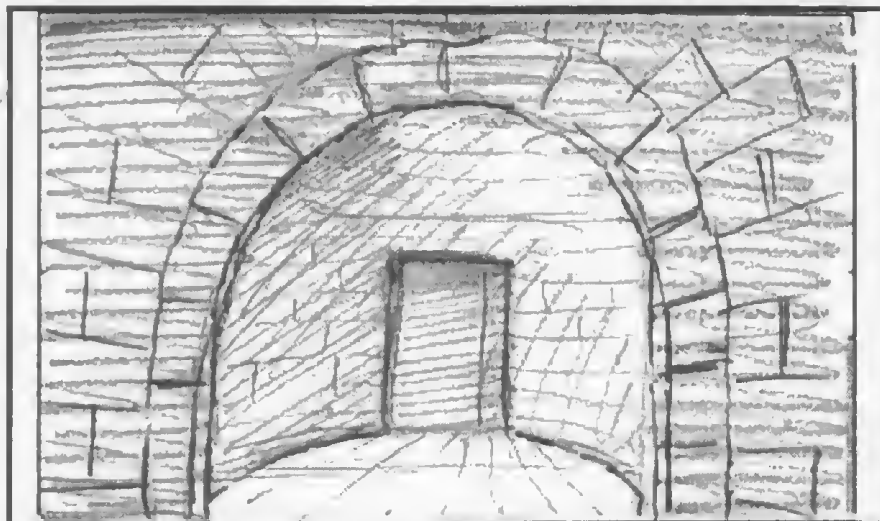
debris, fireplace, flu,
bricked up window,
opening in ceiling after
going in trap room, rope

Puzzles/IQ points

9/15/93

OT-TRAP

Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Room description

Perspective

What happens here

This is a dollar shot to set the scene in OT-TRAP

Doors to...

Actors

Sounds

Special Case Animations

none

Indy

none

O-I-APPEAR Indy appears up through fireplace

Pickupable objects

Multiple State Objects

Touchable objects

none

none

none

Puzzles/IQ points

9/15/93

OT-TRAP
☐
 Priority
**Check List**
 Backgrounds BW ☐
 Backgrounds Color ☐
 Object States ☐
 Animations ☐
Room Specific Tasks

Room description

Perspective Regular

What happens here

Indy pushes on crack in wall which causes the walls to sprout spikes and start moving in on him, the ceiling to move in on him which opens a crack in the ceiling, and the floor drops from under him. Indy must pull himself up through the crack in the ceiling. Otherwise he falls through crack in floor back down to OT-FIRE.

Doors to...**Actors****Sounds****Special Case Animations**
 OT-FIRE
 OT-PUSH

 Indy
 flashlight
 beam

none

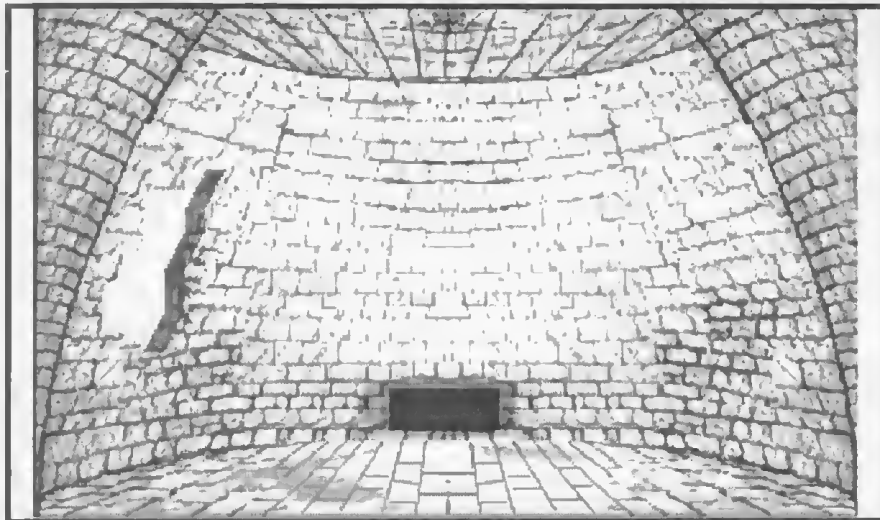
 OT-SPIKE indy climb up spikes
 OT-FALL indy fall down through floor
 OT-ENTER indy come out of fireplace (if no trapf)
Pickupable objects**Multiple State Objects****Touchable objects**
 traps -- moveable
 walls, floor and ceiling
 cracks in floor and
 ceiling

 cracks in floor and
 ceiling
 crack in wall
 debris
Puzzles/IQ points

9/15/93

OT-PUSH

☐ Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Room description

Perspective Regular

What happens here

Indy discovers loose stones and collapses wall. He then climbs out to outside of tower (OT-EXT)

Doors to...

OT-EXT
OT-TRAP

Actors

indy
flashlight

Sounds

Special Case Animations

O-I-BRICK pushing down bricks

Pickupable objects

Multiple State Objects

Touchable objects

loose brick

Puzzles/IQ points

9/15/93

OT-EXT

Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Room description

Perspective Regular

What happens here

Indy climbs up to roof of tower to climb into hole into OT-MEDUS.

Doors to...

Actors

Sounds

Special Case Animations

OT-PUSH
OT-EXT
OT-Medus

indy

sirens to indicate
trouble

OT-CLIMB indy climbing on outside of tower

Pickupable objects

none

Multiple State Objects

none

Touchable objects

spikes, hole in roof

Puzzles/IQ points

9/15/93

OT-MEDUS

Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Room description Perspective Regular

What happens here

Indy must choose the correct head on the wall to reveal hidden staircase. (HOW IS THIS DONE?? WHAT CLUES?)

Doors to...

Actors

Sounds

Special Case Animations

OT-EXT
OT-MAGNU

indy

door opening

O-I-MEDU indy pushes correct head /door opens

Pickupable objects

Multiple State Objects

Touchable objects

reveal hidden staircase

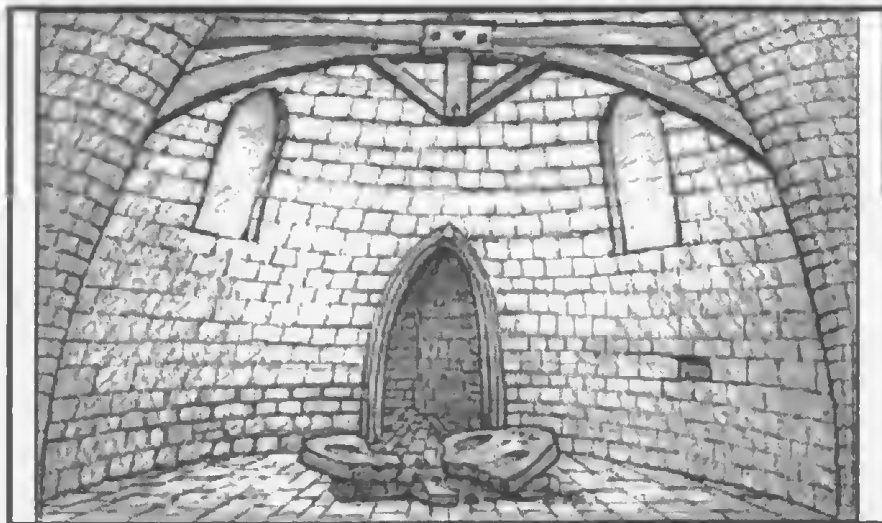
medusa head
other heads

Puzzles/IQ points

9/15/93

OT-MAGNS

Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Room description

Perspective Regular

What happens here

Using piece of brick to fit the notches in the table top, Indy reveals the hiding place of the scroll

Doors to...

OT-MEDUS

Actors

indy
flashlight
beam

Sounds

Special Case Animations

OT-FSCRL indy finds scroll -- tadah!

Pickupable objects

i-scroll The clavicula
i-statue Broken bronze statue

Multiple State Objects

opening table

Touchable objects

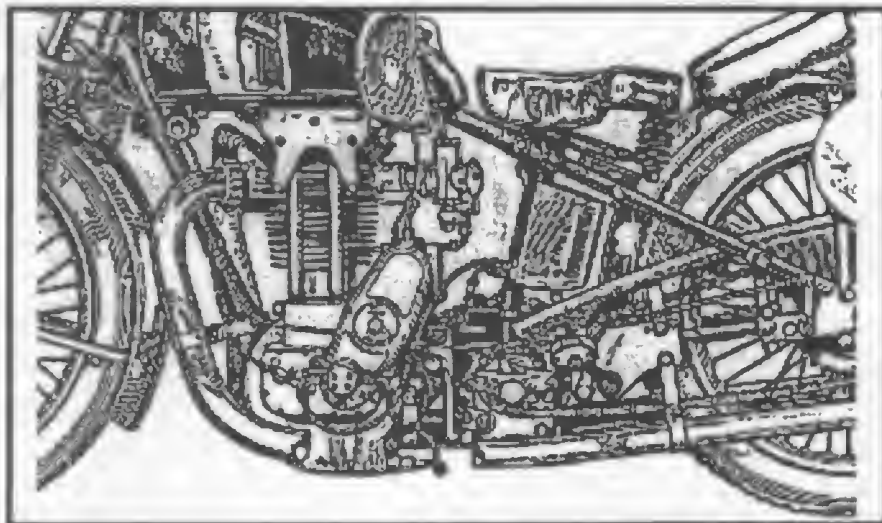
table, scroll, broken
statue

Puzzles/IQ points

9/15/93

O-CU-BKE

☐ Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Room description

Perspective

What happens here

Close up of Indy starting Bike for 3d sequence

Doors to...

Actors

Sounds

Special Case Animations

none

indys-leg

Bike kicking over
Bike revving to life

B-STARTR Indy starting motorbike (foot shot)

Pickupable objects

Multiple State Objects

Touchable objects

none

none

none

Puzzles/IQ points

9/15/93

O-CYCLE

Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Room description

Perspective

What happens here

Doors to...

Actors

Sounds

Special Case Animations

none

bike

Bike zooming away

B-ZOOM animation of bike driving away

Pickupable objects

Multiple State Objects

Touchable objects

none

none

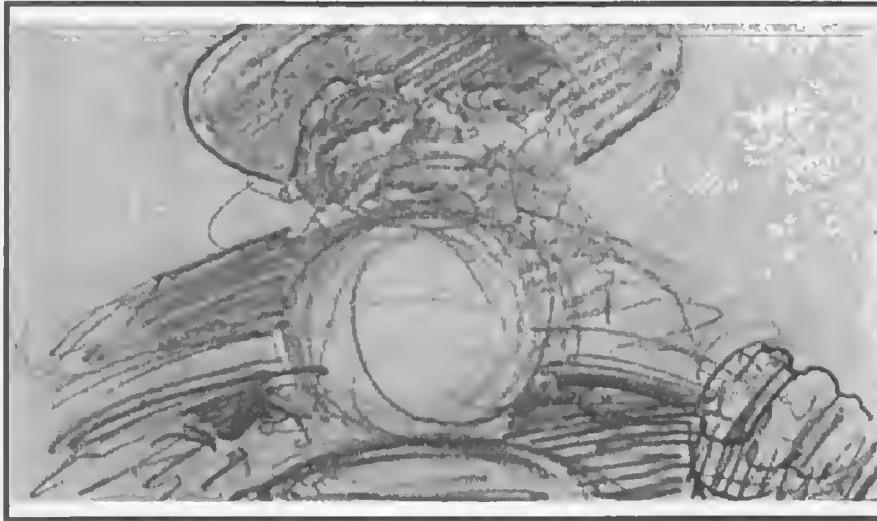
none

Puzzles/IQ points

9/15/93

0-3DBIKE

☐
Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Room description

Perspective 1st prsn

What happens here

Doors to...

Actors

Sounds

Special Case Animations

VROOMMM

Pickupable objects

Multiple State Objects

Touchable objects

none

none

none

Puzzles/IQ points

B-TOWER

Priority



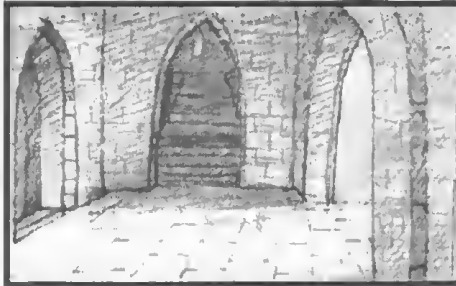
B-CU-NAD

Priority



BJ-ENTER

Priority



BJ-CELL

Priority



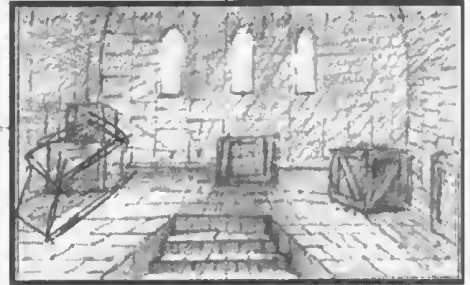
B-CU-DUN

Priority



BJ-STORE

Priority



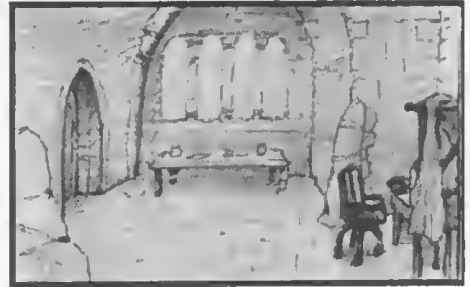
JA-EXT

Priority



BA-INT

Priority



B-CU-JAG

Priority



Don't return
5000
1000
2000

use gun on crate
pick up use / move
Give talk to
look at

Indy jumps from back of truck
1000 2000 3000

9/15/93

B-TOWER

☐ Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Room description

Perspective Regular

What happens here

Indy rides off on bike straight towards shooting soldiers. He makes his get away.

Doors to...

Actors

Sounds

Special Case Animations

B-Tower
B-ENTER

Indy
Soldiers
w/ dogs

shooting
sirens
dog barks

B-MOTOR Indy on motorcycle making getaway
B-SOLDR1 Soldier with dog on leash
B-SOLDR2 Soldier with gun

Pickupable objects

Multiple State Objects

Touchable objects

motorcycle

motorcycle

Puzzles/IQ points

9/15/93

B-CU-NAD
 Priority
**Check List**
 Backgrounds BW
 Backgrounds Color
 Object States
 Animations

Room Specific Tasks

Room description Berlin Close-Up Nadia, at the base of the tower

Perspective 3/4

What happens here

Nadia confronts indy, talks to him, and arrests him.
 Nadia takes whip, scroll, all of inventory. (you won't need these where you are going...
 Flashing Lights in back from police cars

Doors to...

Actors

Sounds

Special Case Animations

none

sirens

 BN-TALK nadia talking
 BG-IDLE guards moving about
 BG-FLASH guard's flashlight beam in your face

Pickupable objects

Multiple State Objects

Touchable objects

none

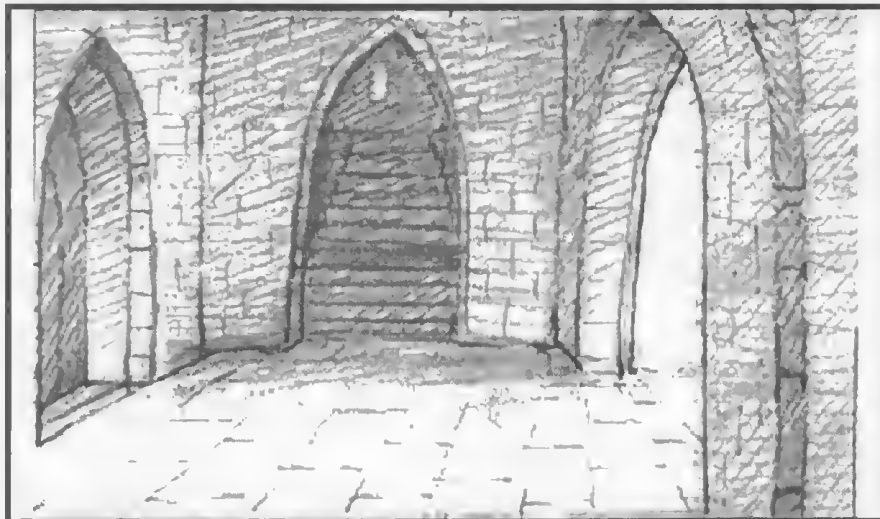
?guards?

none

Puzzles/IQ points

9/15/93

BJ-ENTER

 Priority
**Check List**
 Backgrounds BW
 Backgrounds Color
 Object States
 Animations

☐
☐
☐
☐
Room Specific Tasks

Room description

Perspective Regular

What happens here

(This may be combined with BJ-CELL)

Indy is escorted in.

After D. dialog...Dunkelvolk attacks guard. Guard shoots all of bullets into Dunkelvolk but Dunkelvolk is still goin'. He crushes the guard and kills him. Dunk takes off. Indy gets motorcycle keys from dead guy.

Doors to...**Actors****Sounds****Special Case Animations**
 B-TOWER
 BJ-CELL
 BJ-STORE

 guard
 dunkelvolk
 indy

 gun shots
 skull crushing noise

 BD-ATACK dunkelvolk attacks guard
 BG-SHOTS guard shoots bullets
 ?BD-WALK dunkelvolk walks
Pickupable objects**Multiple State Objects****Touchable objects**
 i-mkeys motorcycle keys
 i-papers soviet papers? get you into Kiev?

gun, keys, doors

Puzzles/IQ points

9/15/93

BJ-CELL

☐
Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Room description

Perspective Regular

What happens here

Indy talks to Dunkelvolk. Dunkelvolk crushes rock.
Indy attacks guard, gets keys and releases Dunkelvolk and himself.

Doors to...

BJ-ENIRY

Actors

indy
Dunkelvolk
guard

Sounds

stone crushing
whack of blackjack
crushing guard's
skull
key clinks

Special Case Animations

BJ-ITALK Indy in cell talks to D.
BJ-DTALK Dunk sits and talks to I.
BJ-BLACK Indy attacks guard w/ blackjack

Pickupable objects

i-rag for making blackjack
i-rubble
i-blackjack
i-spoon
i-keyrng Keyring on guard

Multiple State Objects

fade wall of cell on
entry (pixel fade)

Touchable objects

rag, rubble, spoon,
keyring, old food, rats?

Puzzles/IQ points

9/15/93

B-CU-DUN

☐ Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Room description

Perspective

What happens here

Dunkel hears footsteps and looks up. Next you hear keys clink and open the jail cell. Soldier comments that the two nazi's can rot together

Doors to...

none

Actors

Dunkelvolk

Sounds

keys clink and door rattles
footsteps
sound is very important in this room to convey what can't be seen.

Special Case Animations

BJ-DLOOK Dunkelvolk looks up

Pickupable objects

none

Multipla State Objects

none

Touchable objects

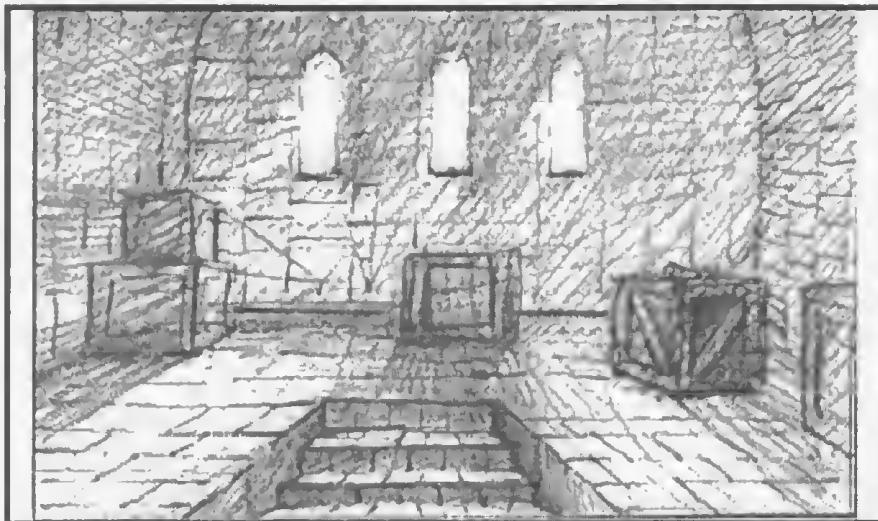
none

Puzzles/IQ points

9/15/93

BJ-STORE

Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Room description

Regular

What happens here

Indy retrieves inventory items including scroll and statue.
Indy pushes crate at soldier. (?)

Doors to...

BJ-ENTRY

Actors

Indy

Sounds

Special Case Animations

BJ-SERCH Indy Searches crates for scroll
BJ-STAIRS Indy climbs up stairs?

Pickupable objects

scroll, whip, visa, broken metal
statue... no flashlight

Multiple State Objects

crate (?)

Touchable objects

crates, scroll, whip,
vise, broken statue,
various other artifacts.
Indy should take some.

Puzzles/IQ points

9/15/93

BR-EXT

☐ Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Room description

Perspective Regular

What happens here

Pull Up on bike. Establish that Indy is now safe in American sector where Brody is working on a restoration. After Ireland, Soviets are killed after Nazi takes Pieces. Jager appears from shadows.

Doors to...

BR-INT

Actors

Indy
Soviet
Jager
Dunkelvolk

Sounds

motorbike
gunshots

Special Case Animations

BR-BIKE Indy pulls up on bike
BR-COUP Dunk performs coup d'gras to soviet
BR-JAGER Jager walks out of shadows
BR-SEDAN Nazi car pulls away/headlights

Pickupable objects

i-fsched Schedule from dead soviet

Multiple State Objects

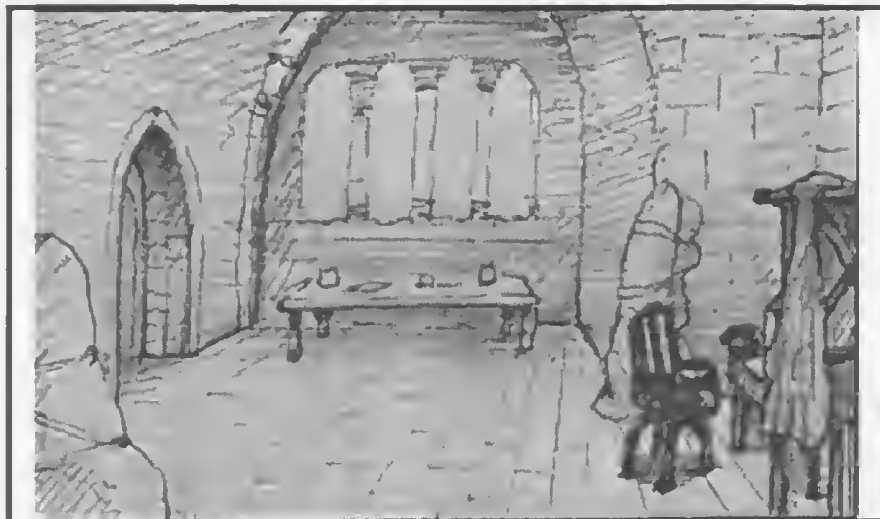
Touchable objects

Puzzles/IQ points

9/15/93

BR-INT

☐
Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Room description

What happens here

Indy talk to brody about what happened at the tower with the Soviets.
Indy prepares for travels, soviet visa no problemo

Later, phone rings, and brody talks to nadia (see kn-split)

Doors to...

BR-EXT

Actors

Brody
Indy

Sounds

Special Case Animations

Pickupable objects

i-eurmap Map of Europe for travel?

Multiple State Objects

phone?

Touchable objects

Assorted relics brody is
identifying

Puzzles/IQ points

9/15/93

B-CU-JAG

Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

☐
☐
☐
☐

Room Specific Tasks

Room description

Regular

What happens here

Jager tries to convince Indy to join forces

Doors to...

none

Actors

Jager

Sounds

crickets?

Special Case Animations

B-JTALK Jager talking animation

Pickupable objects

none

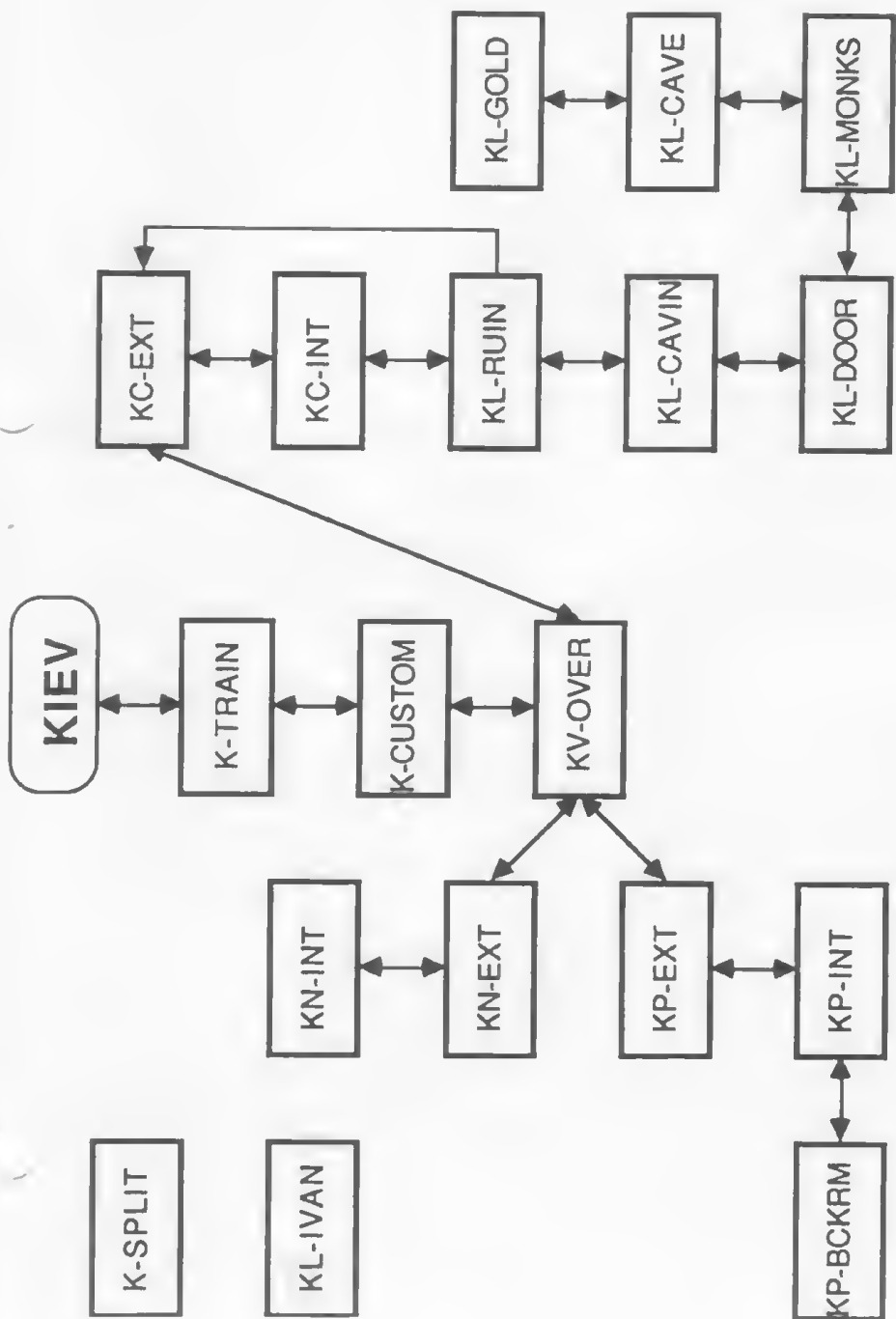
Multiple State Objects

none

Touchable objects

none

Puzzles/IQ points



10/7/93

Room/Prlo

Animation Description

Artist Storyboard Draw Byle Total

KC-INT

A KC-BABUS Babushka takes papers/ talks/ puts papers together with paperclip/ hands over papers/ agrees/ disagrees

1a

K-CUSTOM

A K-OFCIAL custom's official requesting travel papers/ stamps Indy's papers/ shuffle papers/ using phone to call Nadia/ bends for pens

2a

A KA-STAMP Indy offers travel papers/ Indy grabs stamp and uses it on his church authorization papers/ Indy knocks pens off of desk

C KA-GUARD custom's guard standing bored

KL-RUIN

A KL-PRY Indy pulls board from window

3a

A KL-LEVER Indy places lever (rock, then board) against the broken pillar piece/ Indy pulls on lever

A KL-PILAR Pillar rolls down stairs

A KL-CRANK Indy lifts seat under mosaic/ cranks floor section away/ bends and looks down stairs

B KL-LOST Agent loses Indy's trail (Indy leaves by other door)/ Agent peers down stairs, leaves quickly to find phone

C KL-BEND Indy bends as he goes down stairs

KL-CAVIN

A KL-SMASH pillar rolls down stairs, smashes through bricked doorway, ends up inside next room

4a

B KL-STAIR Indy walks down stairs

C KL-STONE Indy picks up large stone from debris and carries it upstairs straining

KP-EXT

A KP-LINE variety of Soviet locals waiting to enter headquarters (walkers)/ shows interest in conversation about vodka/ group moves quickly in direction pointed at by Indy

5a

A KP-COMRD Local that Indy talks to about vodka truck that hit a mule...

C KP-ZIL Nadia's police car parked in front of headquarters with lights

X KP-ID Indy removes ID from jacket pocket...can be done just with inventory switch (KP-INT now)

10/7/93

Room/Prio

Animation Description

Artist Storyboard Draw Byle Total

KP-INT

6a

- B KP-AGENTS Soviets allowed into back room/ must show ID to enter/ open door
- B KP-DOORG Guard at desk into back room/ requests ID/ pushes buzzer to allow entry for agents
- A KP-SNEAK Indy peers into door to watch Agent phone Nadia/ holds Bust of Stalin up/ hits Agent over head w/ bust of Stalin
- A KP-AGENT Enters headquarters/ uses keys to open back room/ exits backroom/ stops and realizes that he has forgotten his keys/ Indy hits him over the head with bust of Stalin
- A KP-CHAIR Indy leans chair against buzzer mounted in desk in order to open the back door
- A KP-INFO Over friendly woman at information desk/ talks/ points towards other desks
- A KP-AUTH Man asks for request receipt/ points Indy towards Special Requests
- A KP-SR Woman asks for forms/ points right and left/ hands Indy receipt
- A KP-ID Man asks for forms/ ID/ Types up ID form/ points left and right
- A KP-FORMS Man asks for form #'s/ hands blank forms to Indy/ points to desks to left
- A KP-COAT Man with coat gets in line behind Indy at Info counter/ admires Indys jacket, offers to swap/ exchanges jacket w/ indy, exchanges back

KP-BCKRM

7a

- A KP-IVAN agent puts keys down/ takes note from pocket/ phones Nadia/ stoop shoulders when chewed out
- A KP-PEER Indy peers in door, watches agent make phone call
- A KP-PHONE Indy picks up phone/ dials/ talks to phone while holding it as to disguise his voice/ hangs up

KN-INT

8a

- A KN-PHONE Nadia sits at desk studying scroll/ phone rings/ put scroll down/ Nadia talks on phone to agent and Indy/ gesticulates angrily/ stands... still angry/ hangs up
- A KN-STEAL Indy reaches into broken window and takes scroll
- B KN-OFFER Ivan hands visa and scroll to Nadia
- B KN-SCROL Nadia takes back scroll (standing) gestures to indy to leave town
- C KN-SHOVE Ivan shoves indy to his knees (low prio since may be in KN-CU-IY

10/7/93

Room/Prio

Animation Description

Artist Storyboard Draw Byle Total

KL-CAVE

9a

A KL-ICE Ice falls/ Ice flows in the river/
Ice tilts when going over falls

A KL-JUMP Indy jumps between the Ice flows

A KL-SKIP Indy climbs above door/ Indy pushes
the door/ door slides down hill w/
Indy/ door skips across water/ Indy
jumps from door onto bank of river/
Indy removes hat and wipes brow

KL-CAVE2

10a

A KL-SWING Indy uses his whip to hook onto the
bell tower and he swings over the
water and knocks the Soviets into
the water on his return swing

A KL-DIVE Soviet Guards run after Indy and are
knocked into the water

A KL-BELLS Indy uses the glass shard to cut
down the first bell/ uses clapper
from first bell to ring second

A KL-RING Indy uses clapper to ring larger
bell (ice fall shown in far shot)

KL-CAVE3

11a

A KL-POUR Indy pours water from the smaller
bell into the blessing bowl/ Indy
pulls the scythe in order to ope the
door into the gold room

KL-DOOR

12a

A KL-DEMON Indy pushes hard against demon 3
times for entry

A KL-STATU Demon rises/ statue opens outwards
revealing entrance

C KL-STUDY Indy studies statue from up close
with hands and eyes/ studies
engraved inscriptions/ studies
scroll

C KL-PEER After door opens, Indy peers
intently through the dark opening

KL-MONKS

13a

B KM-ENTER Indy enters cave through painting of
saint rotated halfway

KL-GOLD

14a

B KL-STONE Indy examines the stone piece with
awe, then takes it

KV-OVER

15a

A KO-INDY lil' indy walks around town

A KO-AGENT lil' soviet agent walk

C KO-ZIL Nadia races from her office to try
to catch Indy at Party Headquarters

KC-EXT

16b

None

KT-TRAIN

17b

B KT-STEAM Steam blasts from train as it sits
in rail yard

10/7/93

Room/Prio

Animation Description

Artist Storyboard Draw Byle Total

KN-EXT

18b

A KN-BREAK Indy looks around cautiously then peers in window to locate scroll/ breaks window with elbow/ clears shards/ reaches inside for scroll/ takes off running

B KN-GUARD After scroll taken, Ivan stands guard outside/ if Indy gets near window, Ivan tells him to leave

K-SPLIT

19c

C K-N-TALK close up talking Nadia

C K-B-TALK close up talking Brody

KN-CU-IY

20c

C KN-SHOVE Ivan shoves Indy across the floor to Nadia's feet. Ivan offers Scroll & Visa to Nadia

X

KL-IVAN

21c

C KL-IVAN Ivan is backlit by rubble strewn doorway/ gestures with gun/ talks

C KL-INDY Indy has no choices...

K-STATIO

22c

None

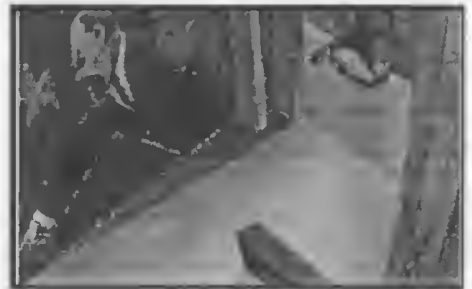
K-SPLIT

Priority 19c



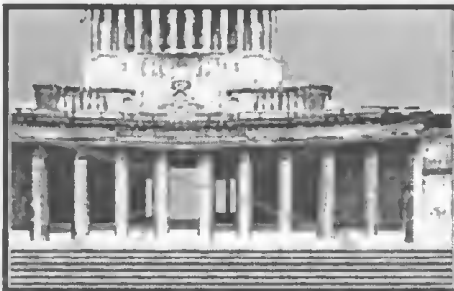
K-CUSTOM

Priority 2a



K-STATIO

Priority 22c



KU-OVER

Priority 15a



KC-EXT

Priority 16b



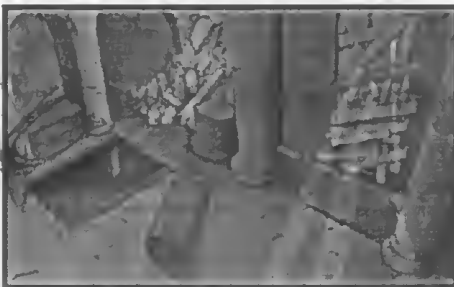
KC-INT

Priority 1a



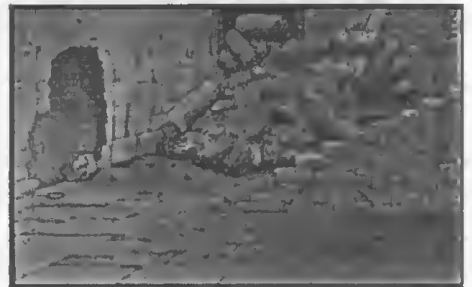
KL-RUIN

Priority 3a



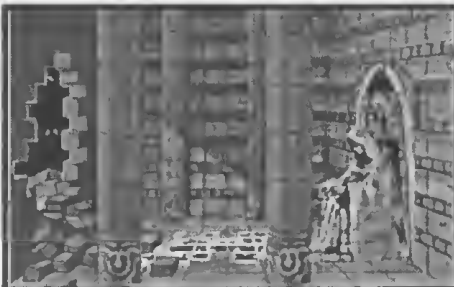
KL-CAVIN

Priority 4a



KL-DOOR

Priority 12a



KL-IDAN

Priority 21c



KL-MONKS

Priority 13a



KL-CAVE

Priority 9a



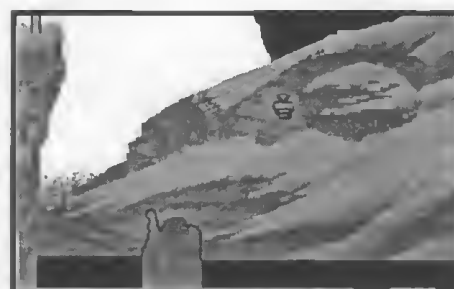
KL-CAVE2

Priority 10a



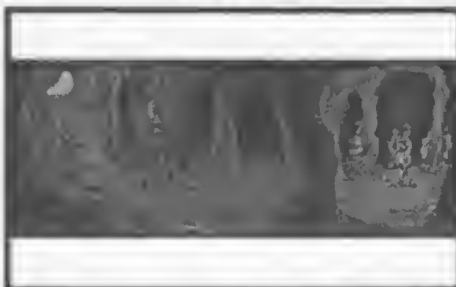
KL-CAVE3

Priority 11a



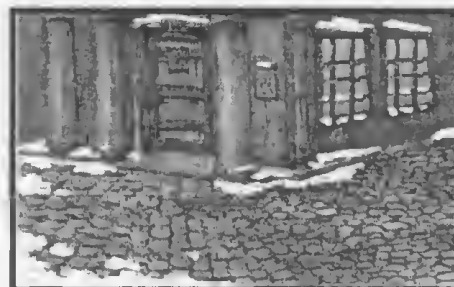
KL-GOLD

Priority 14a



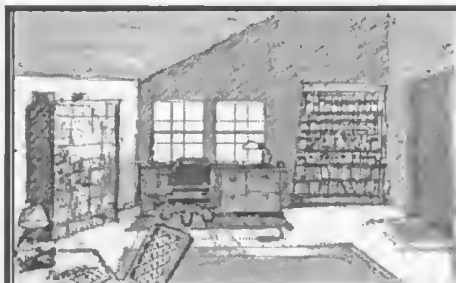
KN-EHT

Priority 18b



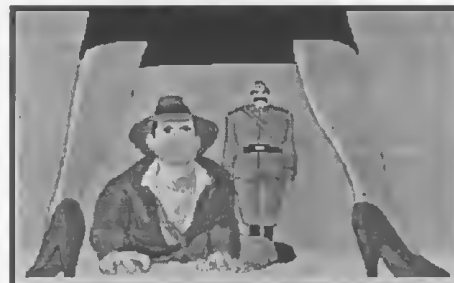
KN-INT

Priority 8a



KN-CU-1Y

Priority 20c



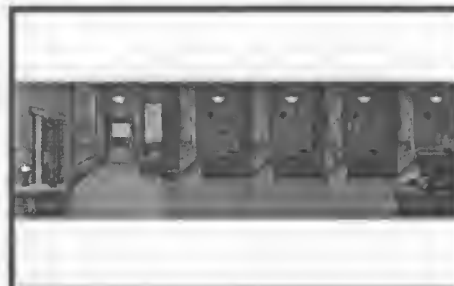
KP-EHT

Priority 5a



KP-INT

Priority 6a



KP-BCKRM

Priority 7a



KT-TRAIN

Priority 17b



10/6/93

KC-INT**1a**

Priority

**Check List**

Backgrounds BW
 Backgrounds Color
 Object States
 Animation

☐
☐
☐
Room Specific Tasks

Room description **Kiev Church Interior****Perspective 3/4****What happens here**

Babushka guard prevents Indy from entering the Lavra ruins. She sends him off on Bureaucratic paperwork trail. When paperwork gathered, she will paperclip all of the papers together. After Indy uses pillar to open the sealed door in KL-CAVIN, she is startled by the noise and calls for security.

Doors to...

KC-EXT
 KL-RUIN

Actors

indy
 babushka

Multiple State Objects**Animation Description**

A KC-BABUS Babushka takes papers/ talks/

Pickupable objects

none

Sounds**Touchable objects**

paintings in the room
 romanesque columns
 desk

Puzzles/IQ points

Indy returns with complete paperwork

10/6/93

K-CUSTOM**2a**

Priority

**Check List**

Backgrounds BW
 Backgrounds Color
 Object States
 Animation

**Room Specific Tasks**Room description **Kiev Customs (More like passport control)**

Perspective 3/4

What happens here

Indy is shown arriving in Kiev and meeting customs official who stamps Indy's travel papers.
 Later, Indy must return and distract the official by dumping his pens and then use the authorization stamp to mark his Authorization Request Form.

Doors to...

K-STATIO
 KT-TRAIN

Actors

3/4 Indy

Multiple State Objects**Animation Description**

A K-OFCIAL custom's official requesting
 A KA-STAMP Indy offers travel papers/ Indy
 C KA-GUARD custom's guard standing bored

Pickupable objects

i-stamp rubber stamp...

Sounds

Papers being stamped

Touchable objects**Puzzles/IQ points**

Indy tricks customs official and gets papers stamped

10/6/93

KL-RUIN**3a**

Priority

**Check List**

Backgrounds BW
 Backgrounds Color
 Object States
 Animation

**Room Specific Tasks**
Room description **Kiev Lavra Ruin**

Perspective 3/4

What happens here

Indy enters and he must lift the seat under the saint to gain access to the underground chambers.
 Indy heads down stairs.
 Indy pries board off of broken window.
 Indy must make lever and fulcrum in order to roll the pillar piece down the stairs

Doors to...

KC-INT
 KL-CAVIN
 KC-EXT

Actors

Indy

Multiple State Objects

seat lifts
 plank removable
 pillar
 floor piece

Animation Description

A KL-PRY Indy pulls board from window
 A KL-LEVER Indy places lever (rock, then
 A KL-PILAR Pillar rolls down stairs
 A KL-CRANK Indy lifts seat under mosaic/
 B KL-LOST Agent loses Indy's trail (Indy
 C KL-BEND Indy bends as he goes down stairs

Pickupable objects

i-lever board pried from window

Sounds**Touchable objects**

broken glass (too small)
 mosaic of Saint pointing
 down

Puzzles/IQ points

10/6/93

KL-CAVIN

4a

Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

☐
☐
☐

Room Specific Tasks

Room description Kiev Lavra Cavein room

Perspective Regular

What happens here

pick up boulder and take it upstairs
lever the pillar upstairs and roll it into the sealed door (at left)

Doors to...	Actors	Multiple State Objects	Animation Description
KL-RUIN KL-DOOR	Indy	Rock picked up Door broken open	A KL-SMASH pillar rolls down stairs, smashes B KL-STAIR Indy walks down stairs C KL-STONE Indy picks up large stone from

Pickupable objects

i-stone stone from rubble pile

Sounds

Touchable objects

old sealed up passage

Puzzles/IQ points

Open the hole in the wall

10/6/93

KP-EXT**5a**

Priority

**Check List**

Backgrounds BW
 Backgrounds Color
 Object States
 Animation

☐
☐
☐
Room Specific Tasks

Room description **Kiev Party Headquarters Exterior**

Perspective Regular

What happens here

Indy arrives but long line... tells vodka story, crowd leaves (pixel fade?)

Doors to...KV-OVER
KP-INT**Actors**indy
long line**Multiple State Objects**

Party door open/clos

Animation Description

A KP-LINE variety of Soviet locals waiting
 A KP-COMRD Local that Indy talks to about
 C KP-ZIL Nadia's police car parked in
 X KP-ID Indy removes ID from jacket

Pickupable objects

Sounds

Touchable objects

Puzzles/IQ points

disperse crowd
 vodka dialog puzzle?

10/6/93

KP-INT**6a**

Priority

**Check List**

Backgrounds BW
 Backgrounds Color
 Object States
 Animation

**Room Specific Tasks**Room description **Kiev Party Headquarters Interior****Perspective Regular****What happens here**

Indy ends up in a beaucroatic mess...getting papers from one person and getting them stamped by others. While Indy is in here, assorted people arrive at the desk to the left, and the person presses the button and the person enters the BackRoom.
 Later, Indy follows Soviet Agent here and peers into the back room. Indy will prop the chair against the button in order to open the door.
 Desks are... Info, Authorizations, Special Requests, ID's, Forms + desk for people going into back room
 NIX the phones in here.... add Bust of Stalin on Info Desk... missing animation for guy to switch jackets with

Doors to...	Actors	Multiple State Objects	Animation Description
KP-EXT KP-BCKRM	indy bureaucrats lines of people	doors bust of Stalin	B KP-AGNTS Soviets allowed into back room/ B KP-DOORG Guard at desk into back room/ A KP-SNEAK Indy peers into door to watch A KP-AGENT Enters headquarters/ uses keys to A KP-CHAIR Indy leans chair against buzzer A KP-INFO Over friendly woman at A KP-AUTH Man asks for request receipt/ A KP-SR Woman asks for forms/ points A KP-ID Man asks for forms/ ID/ Types up A KP-FORMS Man asks for form #'s/ hands A KP-COAT Man with coat gets in line behind

Pickupable objects

i-idfrm1 Identification Certificate
 i-idfrm2 Second copy
 i-rqfrm1 Blank Authorization Request
 i-rqfrm2 Second Copy
 i-bust Bust of Stalin

Sounds

papers shuffling
 phones ringing
 filing cabinets
 typing
 cacophony

Touchable objects

Typewriters
 paintings

Puzzles/IQ points

use chair with buzzer to open door
 follow Agent to back room
 Hit Agent over the head with Bust of Stalin
 bureaucracy puzzle(s)

10/6/93

KP-BCKRM**7a**

Priority

**Check List**

Backgrounds BW ☐
 Backgrounds Color ☐
 Object States ☐
 Animation ☐

Room Specific Tasks
Room description **Kiev Party Headquarters Backroom****Perspective Regular****What happens here**

Indy will watch from the door as Agent gets out phone list and calls Nadia telling her that he lost Indy.
 Indy Knocks out guard in other room and sneaks back into here to disguise his voice like the Agent's and call Nadia back.

Doors to...

KP-INT

Actorsindy
Ivan**Multiple State Objects**Doors
Telephone**Animation Description**

A KP-IVAN agent puts keys down/ takes note
 A KP-PEER Indy peers in door, watches agent
 A KP-PHONE Indy picks up phone/ dials/ talks

Pickupable objects

none

Sounds

telegraph clicking
 breeze blowing?

Touchable objects

telegraph
 calendars
 propaganda
 photos

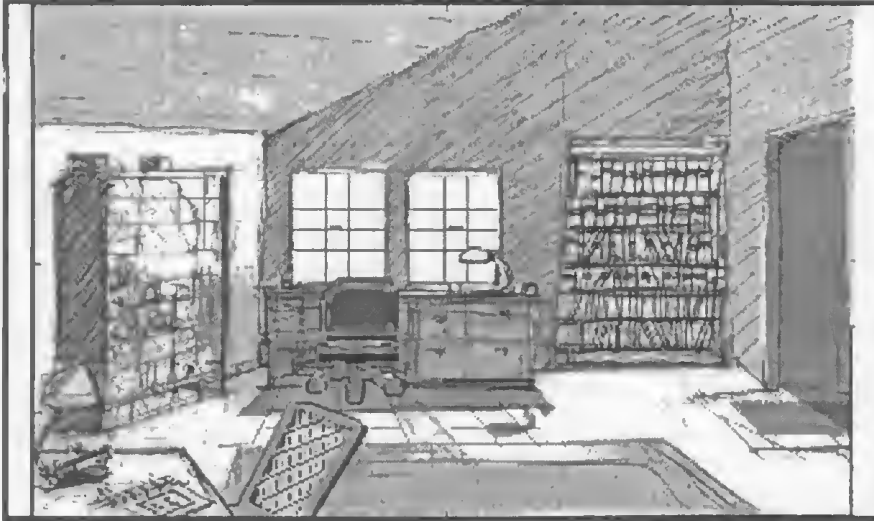
Puzzles/IQ points

send fake telegraph message (distract nadia)

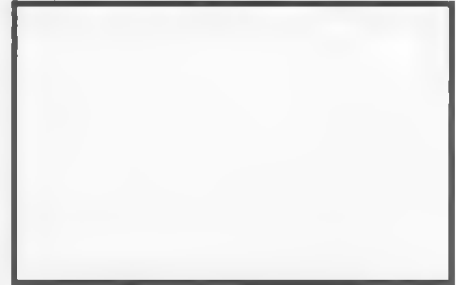
10/6/93

KN-INT**8a**

Priority

**Check List**

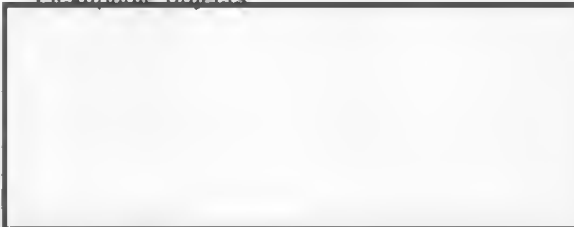
Backgrounds BW
 Backgrounds Color
 Object States
 Animation

**Room Specific Tasks**Room description **Kiev Nadias office Interior****Perspective Regular****What happens here**

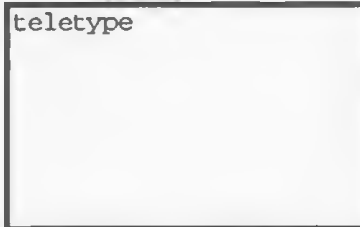
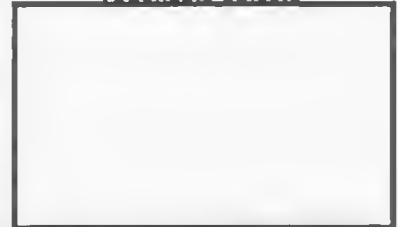
Indy is thrust into the room and falls to his knees handcuffed. cut to KN-CU-IY
 Nadia confronts Indy, but decides to let him go free.. tells Ivan to remove handcuffs

Later Indy is seen reaching in through broken window stealing back the scroll.

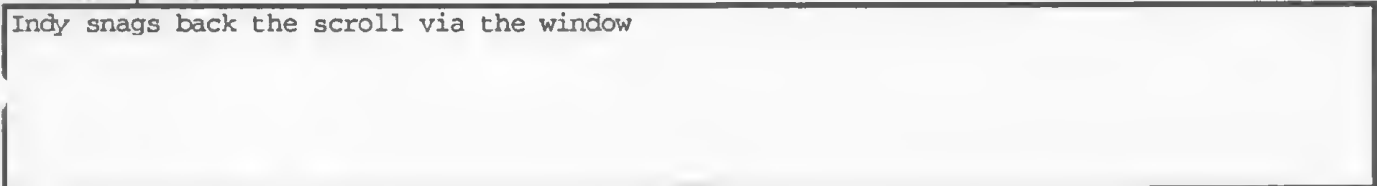
Doors to...	Actors	Multiple State Objects	Animation Description
KV-EXT	Indy Nadia	window telephone scroll	A KN-PHONE Nadia sits at desk studying A KN-STEAL Indy reaches into broken window B KN-OFFER Ivan hands visa and scroll to B KN-SCROL Nadia takes back scroll C KN-SHOVE Ivan shoves indy to his knees

Pickupable objects**Sounds**

teletype

**Touchable objects****Puzzles/IQ points**

Indy snags back the scroll via the window



10/6/93

KL-CAVE**9a**

Priority

**Check List**

Backgrounds BW
 Backgrounds Color
 Object States
 Animation

**Room Specific Tasks**

vertical/diagonal scrolling

Room description Kiev Lavra cave long shot

Perspective Regular

What happens here

Indy must cut the bell free with the glass shard. Indy must use the clapper from the first bell to ring the second. This causes ice to fall and Indy can jump from the ice pieces to get across the river. Using the bell as a measuring device, Indy opens the lock into the gold room. When Indy emerges, he must push the stone disk which slides down the hill and skips across the water. After climbing up from the bank, guards will startle Indy, but in a diving move, he will swing through the arch, and using his whip, he will swing back and knock the guards to their icy doom.

Doors to...	Actors	Multiple State Objects	Animation Description
KL-MONKS KL-GOLD	indy two guards	bell door	A KL-ICE Ice falls/ Ice flows in the A KL-JUMP Indy jumps between the Ice flows A KL-SKIP Indy climbs above door/ Indy

Pickupable objects

i-bell Bell to call monks to meals
 i-claper Used to ring the larger bell

Sounds

splash as soldiers hit
 water
 kapow

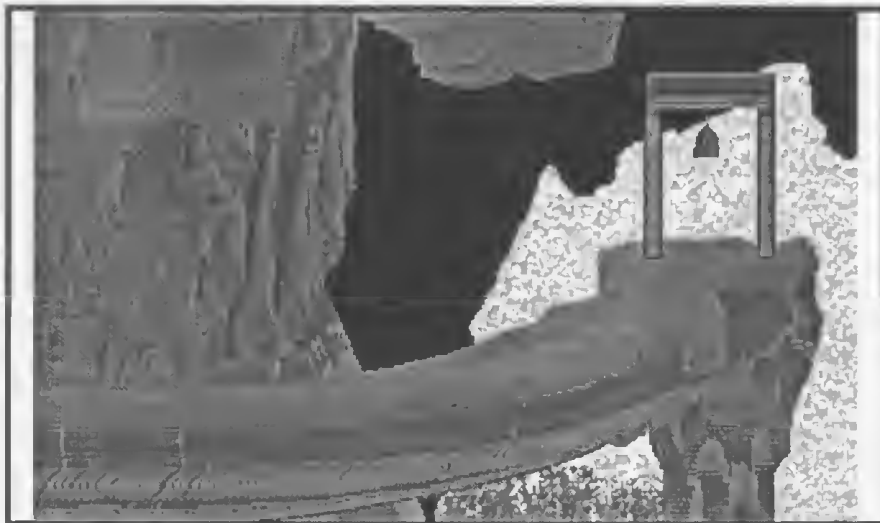
Touchable objects**Puzzles/IQ points**

Trick the guards into following you.
 Reading the Journal and getting the correct amount for the door-waterlock (open door)

10/6/93

KL-CAVE2**10a**

Priority

**Check List**

Backgrounds BW
 Backgrounds Color
 Object States
 Animation

**Room Specific Tasks**

vertical/diagonal scrolling

Room description Kiev Lavra CLOSEUP of bell tower

Perspective Regular

What happens here

Shot used for cutting the bell down and ringing the larger bell
 Also used in escape scene

Doors to...

KL-MONKS
 KL-GOLD

Actors

indy
 two guards

Multiple State Objects

bell

Animation Description

A KL-SWING Indy uses his whip to hook onto
 A KL-DIVE Soviet Guards run after Indy and
 A KL-BELLS Indy uses the glass shard to cut
 A KL-RING Indy uses clapper to ring larger

Pickupable objects

i-bell Bell to call monks to meals

Sounds

splash as soldiers hit
 water
 kapow

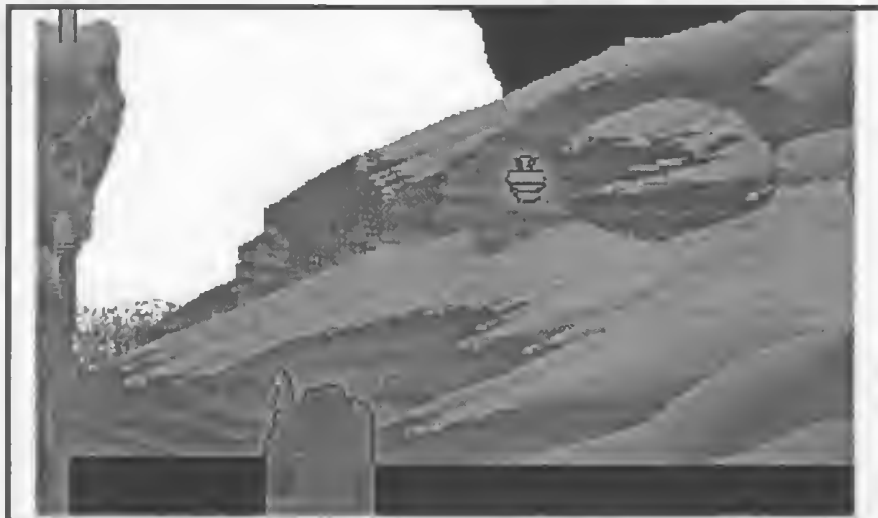
Touchable objects**Puzzles/IQ points**

Trick the guards into following you.
 Reading the Journal and getting the correct amount for the door-waterlock (open door)

10/6/93

KL-CAVE3**11a**

Priority

**Check List**

Backgrounds BW
 Backgrounds Color
 Object States
 Animation

**Room Specific Tasks**

vertical/diagonal scrolling

Room description Kiev Lavra CLOSEUP of gogol door

Perspective Regular

What happens here

I want a closeup of the upper right corner.... can use the bell for measuring, and pushing the stone door... skipping scene is done from the far shot

Door should be smaller and higher up the hillside for acceleration across the water

Doors to...

KL-MONKS
 KL-GOLD

Actors

indy
 two guards

Multiple State Objects

door open/close

Animation Description

A KL-POUR Indy pours water from the smaller

Pickupable objects

i-bell Bell to call monks to meals

Sounds

splash as soldiers hit
 water
 kapow

Touchable objects**Puzzles/IQ points**

Trick the guards into following you.

Reading the Journal and getting the correct amount for the door-waterlock (open door)

10/6/93

KL-DOOR**12a**

Priority

**Check List**

Backgrounds BW
 Backgrounds Color
 Object States
 Animation

**Room Specific Tasks**
Room description **Kiev Lavra Door****Perspective Regular****What happens here**

Looking at the statue for the first time gives player description and then triggers the Ivan capture
 Indy needs the scroll in order to decipher the statue lock.
 He must return to Nadia's (via the Party Backroom) in order to recover the scroll
 Pushing the demon three times will cause the door to move (forward or recede....)

Doors to...**Actors****Multiple State Objects****Animation Description**

KL-CAVIN
 KL-MONKS

indy

statue multiple
 state or actor??

A KL-DEMON Indy pushes hard against demon 3
 A KL-STATU Demon rises/ statue opens
 C KL-STUDY Indy studies statue from up close
 C KL-PEER After door opens, Indy peers

Pickupable objects

none

Sounds**Touchable objects**

statue
 demon
 chisled inscription

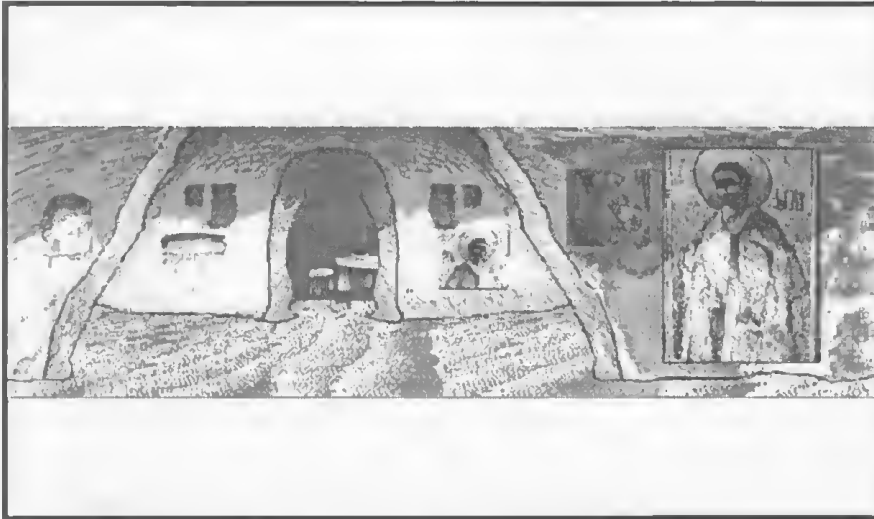
Puzzles/IQ points

Decipher the comments inside the scroll
 Push the demon riding on Magnus' shoulder three times in order to open the door

10/6/93

KL-MONKS**13a**

Priority

**Check List**

Backgrounds BW
 Backgrounds Color
 Object States
 Animation

**Room Specific Tasks**Room description **Kiev Lavra Monks chambers**

Perspective Regular

What happens here

Indy finds a solid bishop from a chess set.
 placing the bishop into a slot at the left of the room causes the saint's portrait at the right side to rotate.
 When rotated, Indy can now pick up the book that the saint is holding in his hands (Pucachev's journal)
 Exit to cave is by pushing the portrait after you have picked up the journal... portrait turns 90 degrees creating a doorway.

13th century relics that can only be given to Brody for points?
 What is the lighting in here?

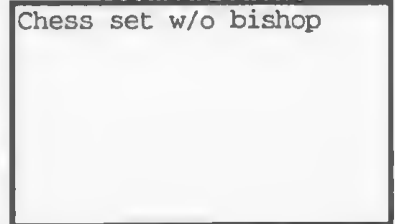
Doors to...	Actors	Multiple State Objects	Animation Description
KL-DOOR KL-CAVE	indy	rotating painting bishop	B KM-ENTER Indy enters cave through painting

Pickupable objects

i-journal journal from monk
 i-bishop gold bishop

Sounds**Touchable objects**

Chess set w/o bishop

**Puzzles/IQ points**

Cloth wrapped around shard in order to make a grip



10/6/93

KL-GOLD**14a**

Priority

**Check List**

Backgrounds BW
 Backgrounds Color
 Object States
 Animation

**Room Specific Tasks**
Room description Kiev Lavra Gold**Perspective** Regular**What happens here**

We may want to show the door opening from the inside (start in darkness)
 Indy finds the Gold bones of Abbot Gogol and he pries the Stone Piece from his death grip

(Item to pry?)

gold leaf? (papers)

lighting/shadow moving as door seen opening from the inside. (rolling a wheel?)

Doors to...

KL-CAVE

Actors

indy

Multiple State Objects

bowl from hands
 1 or 2 small items

Animation Description

B KL-STONE Indy examines the stone piece

Pickupable objects

i-kstone kiev-stone
 i-gold gold pieces

Sounds**Touchable objects****Puzzles/IQ points**

Getting the piece

10/6/93

KU-OVER**15a**

Priority

**Check List**

Backgrounds BW
 Backgrounds Color
 Object States
 Animation

**Room Specific Tasks**
Room description **Kiev Overview of the city****Perspective long****What happens here**

Indy travels from one part of the city to another

After Nadia order agent to follow Indy, whenever Indy travels, we can see the agent following him.

Doors to...**Actors****Multiple State Objects****Animation Description**

K-STATIO
 KN-EXT
 KC-EXT
 KP-EXT

lil' indy
 lil' ivan

none

A KO-INDY lil' indy walks around town
 A KO-AGENT lil' soviet agent walk
 C KO-ZIL Nadia races from her office to

Pickupable objects

none

Sounds

none

Touchable objects

none

Puzzles/IQ points

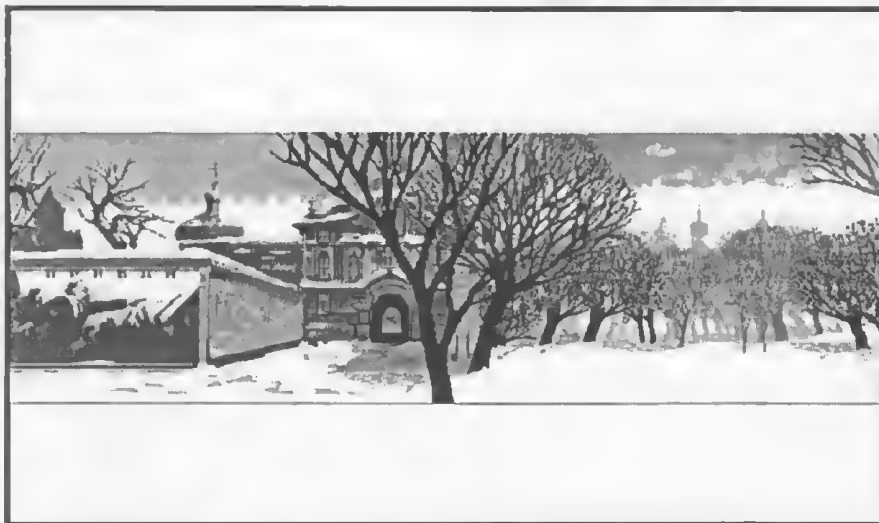
none

10/6/93

KC-EXT

16b

Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animation



Room Specific Tasks

Room description Kiev Church Exterior

Perspective Regular

What happens here

Scenic shot.... Indy arrives here if he goes through the back door from KL-RUIN

Doors to...

Actors

Multiple State Objects

Animation Description

KV-OVER
KC-INT

indy
agent

none

None

Pickupable objects

none

Sounds

snow crunch under feet?

Touchable objects

woods, painting of
lenin, architecture

Puzzles/IQ points

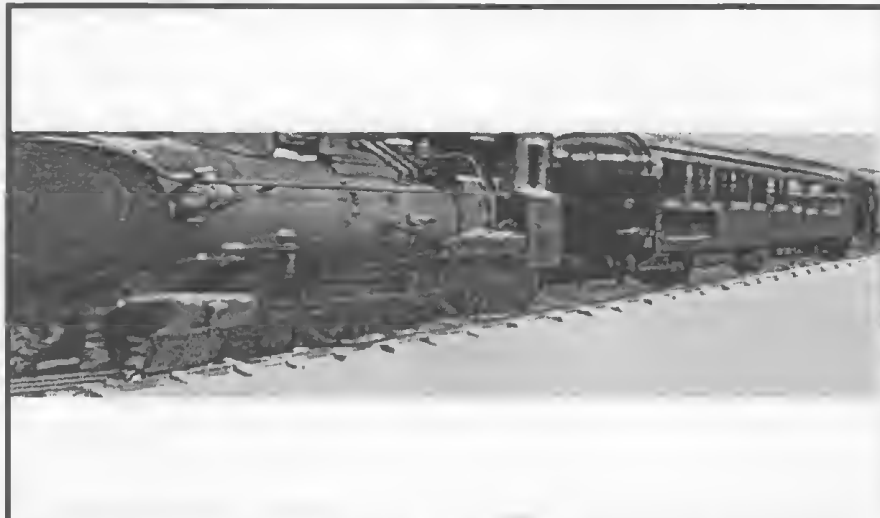
Indy walks into the room and immediately enters shadow area to hide from Ivan

10/6/93

KT-TRAIN

17b

Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

☐
☐
☐

Room Specific Tasks

Room description Indy arrives at Kiev train station interior

Perspective

What happens here

Indy steps off of the train and walks towards customs
The train is still puffing steam and water drips from the boiler

Doors to...

Actors

Multiple State Objects

Animation Description

K-CUSTOM

none

B KT-STEAM Steam blasts from train as it

Pickupable objects

Sounds

Touchable objects

Puzzles/IQ points

10/6/93

KN-EXT**18b**

Priority

**Check List**

Backgrounds BW
 Backgrounds Color
 Object States
 Animation

**Room Specific Tasks**
Room description **Kiev Nadias office Exterior****Perspective Regular****What happens here**

Indy is brought here by Ivan
 Indy is let loose by Nadia
 Indy must return to get scroll back so he can open Lavra door
 Before Indy is captured, the door is locked
 After Indy is captured, Ivan stands guard keeping Indy from bothering Nadia
 When Indy sends Nadia to Party Headquarters, Indy can return here, break open the window, and steal back the scroll.

Doors to...**Actors****Multiple State Objects****Animation Description**

KN-INT
 KV-OVER

door
 broken window
 shard of glass

A KN-BREAK Indy looks around cautiously then
 B KN-GUARD After scroll taken, Ivan stands

Pickupable objects

i-shard broken glass for lavra bell

Sounds**Touchable objects**

propaganda
 address
 plaque with nadia title

Puzzles/IQ points

10/6/93

K-SPLIT

19c

Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animation



Room Specific Tasks

Room description

Split-screen Close-Up cut-scene of nadia calling brody from Kiev

Perspective Regular

What happens here

CUTSCENE: Nadia calls Brody and pretends to be Indys long- lost Welsh cousin and Brody slips and tells her that indy is on his way to Kiev.

Doors to...

Actors

Multiple State Objects

Animation Description

none

C K-N-TALK close up talking Nadia
C K-B-TALK close up talking Brody

Pickupable objects

none

Sounds

phone ring

Touchable objects

Puzzles/IQ points

none

10/6/93

KN-CU-1Y

20c

Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animation



Room Specific Tasks

Room description

Legs shot of Nadia with prone Indy

Perspective Regular

What happens here

rack-focus from Nadia's legs to Indy's kneeling shot looking up to her face
Indy looks up at Nadia

Doors to...

Actors

Multiple State Objects

Animation Description

none

C KN-SHOVE Ivan shoves Indy across the floor

Pickupable objects

Sounds

Touchable objects

Puzzles/IQ points

10/6/93

KL-IVAN**21c**

Priority

Check List

Backgrounds BW
 Backgrounds Color
 Object States
 Animation



Room Specific Tasks

Room description Kiev Lavra close-up of Ivan

Perspective up-shot

What happens here

CUTSCENE: Ivan catches Indy at the Lavra door and send him back to Nadia's where his Stone piece is confiscated.

Might be nice to have a light behind Ivan swing back and forth causing the light source to move (color cycle??)

Door should look like door in KL-DOOR

Doors to...	Actors	Multiple State Objects	Animation Description
none		none	C KL-IVAN Ivan is backlit by rubble strewn C KL-INDY Indy has no choices...

Pickupable objects	Sounds	Touchable objects
none		none

Puzzles/IQ points

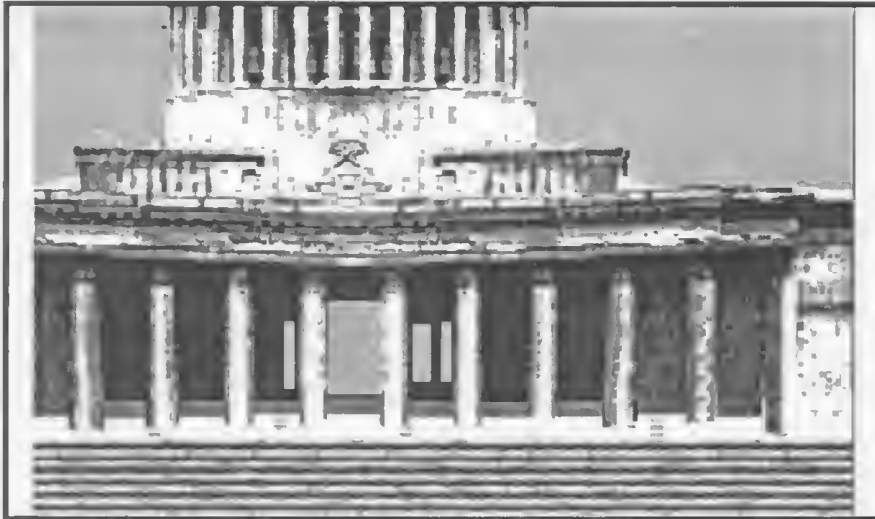
none

10/6/93

K-STATIO

22c

Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animation



Room Specific Tasks

Room description

Kiev Train Station exterior

Perspective Regular

What happens here

scenic... low priority

Doors to...

Actors

Multiple State Objects

Animation Description

K-CUSTOM
KV-OVER

indy
Ivan

None

Pickupable objects

none

Sounds

Touchable objects

Puzzles/IQ points

none